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OBJECT-ORIENTED DATABASE MANAGEMENT
SYSTEM CASE STUDY FOR
DECLARATIVE QUERY LANGUAGE

GEORGES AYOUB

A MAJOR REPORT
IN
THE DEPARTMENT
OF
COMPUTER SCIENCE

PRESENTED IN PARTIAL FULFILLMENT OF THE REQUIREMENTS
FOR THE DEGREE OF MASTER OF COMPUTER SCIENCE
CONCORDIA UNIVERSITY
MONTREAL, QUEBEC, CANADA

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Abstract

OBJECT-ORIENTED DATABASE MANAGEMENT SYSTEM
CASE STUDY FOR
DECLARATIVE QUERY LANGUAGE

Georges Ayoub

Object-Oriented database management systems (OODBMS) combine the abstraction power of objects with the query and performance capabilities of database management systems. Existing query notations were missing many object related features until recently. The introduction of a new query notation, known by Object Comprehensions, allows queries to be expressed clearly and processed efficiently. Our work is to establish a testbed for the processing of Object Comprehension Language (OCL) queries using an experimented object-oriented database, Ode. This thesis overviews object-oriented databases evolution, and object query processing, then introduces an object-oriented database system, Ode, whose programming language O++ is based on C++. A university data model is built using O++, stored into the Ode database, and utilities, such as bag, list and set, are written to support the processing of OCL queries. The translation of OCL queries into O++ is not part of this thesis, but is part of a related project.
Acknowledgements

I would like to thank my supervisor, Dr. Gregory Butler, for his patience over the last three years and for his guidance and encouragement to complete this project.

I would like to present this piece of work to the memory of my parents, also to my beloved brother, whose presence is always in mind.
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Chapter 1

1 Introduction

Twenty years ago, relational database systems started playing a dominant role in the business and academic sectors, but as software systems become larger and even more complex relational databases proved not to be adequate for the job. Thus, developers have been searching for mechanisms to control that complexity, while maintaining the main goals lowering the cost and improving productivity.

A number of programming paradigms emerged as solutions to the complexity problem, but all indicators point to object orientation as the most promising solution. The object-oriented paradigm started to gain popularity during the past few years. Many see it as an opportunity to rethink programming from an entirely fresh perspective [7].

As object-oriented technology started to gain more acceptance, groups such as ODMG (Object Data Management Group) have made progress towards standardizing data models. The goal is to provide a common architectural setting for object-oriented applications.

Effective adoption of standards, enables the portability of customer software across different products, and encourages software reusability. This in turn will reduce the complexity and lower the costs and improve productivity, as opposite to relational databases where the cost is considered as a disadvantage.

Even though object-oriented databases are a growing field, they are still not widely
accepted because most of the market areas are based on relational databases which are widely used due to many facilities the databases provide, such as the query management facility.

The database user retrieves data by formulating a query. The formulation of the query is provided under two options:

- Browsing query used in PC market databases: a user-friendly interface is displayed, allowing the user to select table names and the corresponding fields. Once selected, the user can set up values for some fields needed to be included into the conditions.

  When the query gets executed, the result is displayed in tabulated form.

- Declarative query used in most mini and mainframes systems: users build their own query using the data manipulation language provided with the database.

  In both the above formulations, the query processor is used to interpret the online user's query and convert it into an efficient series of operations capable of being sent to the data manager for execution.

After having large satisfaction from using relational queries, developers want to provide queries for object-oriented databases, but inadequacies still exist and are categorized [1] into four groups:

- **Support of object-orientation**: A few object-oriented query languages do not capture the class hierarchy defined by the ISA relationship between classes of the database schema.
• **Structuring power**: refers to the ability to explore and synthesize complex objects which are the components of object-oriented databases. The creation of a new object may require a collection of objects as a parameter. To do so, a query language must provide facilities beyond the standard such as nested queries, and allow orthogonal composition of constructs.

• **Computational power**: Recursion and quantification characterize the computational power of a query language. Traversal recursive queries as well as quantification are supported poorly. Recursive queries with computation are supported even worse.

• **Support of collection**: Usually only one data structure ‘Set’ is widely supported and its operations are well defined. It is the case for other collection classes such as list and bag.

Therefore a good query notation, having as characteristics the above features is introduced. It is known by *Object Comprehensions*. Object Comprehensions Language (OCL) is based on *List Comprehensions* in [1] which is clear, concise and powerful.

### 1.1 Overview of the OCL Project Components

This report is a part of a team project work, which consists of establishing a testbed for the processing of Object Comprehension Language (OCL) queries using an AT&T object-oriented database, Ode, whose programming language O++ is based on C++. For
that reason, OCL queries are to be translated into O++. Translated O++ queries are to be run against a university database based on Ode (Figure 1).

This idea initialized a team work of three interrelated projects: the first project objective is to build and manage a database, this constitutes the database project.

![Diagram](image)

Figure 1: OCL Query Flow Diagram

A symbol table is required for such a database, which defines another component, the schema project. This project is concerned with the implementation of the above mentioned symbol table.
The third team work component is to provide the translation of the user specified OCL queries into an interface query language that could be recognized by and run against the target database created in the database project. This last project is known as the translator project.

The following is a closer look at the above interrelated components:

- Creating an ODE based university database.

This thesis covers the part of the project whose objective is to set up and manage the university database. Many models were available to set up this database.

A. Building the database using the relational model: the relation is the only construct required to represent the association among the attributes of an entity as well as the relationships among different entities. A relation can be considered as a table name. The relations found in the university database are as follows (Figure 2):

<table>
<thead>
<tr>
<th>Entities</th>
<th>Relationships</th>
</tr>
</thead>
<tbody>
<tr>
<td>Person (Name)</td>
<td>Pers_addr (Name, Street, City)</td>
</tr>
<tr>
<td>Address (Street,City)</td>
<td>Dept_addr (Dept_name, Street, City)</td>
</tr>
<tr>
<td>Staff (Name, Salary)</td>
<td>Belongs (Name, Dept_name)</td>
</tr>
<tr>
<td>Student (Name, Student_id)</td>
<td>Teaches (Name, Code)</td>
</tr>
<tr>
<td>Visiting_Staff (Name)</td>
<td>Major (Name, Dept_name)</td>
</tr>
<tr>
<td>Tutor (Name, Salary)</td>
<td>Takes (Name, Code)</td>
</tr>
</tbody>
</table>
The following is a tabular representation of some of the relations:

**Pers_addr**

<table>
<thead>
<tr>
<th>Name</th>
<th>Street</th>
<th>City</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ron</td>
<td>Guy</td>
<td>Montreal</td>
</tr>
<tr>
<td>Pam</td>
<td>Young</td>
<td>Toronto</td>
</tr>
<tr>
<td>Sam</td>
<td>Shepard</td>
<td>Toronto</td>
</tr>
</tbody>
</table>

**Teaches**

<table>
<thead>
<tr>
<th>Name</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dave Fisher</td>
<td>Comp 345</td>
</tr>
<tr>
<td>Dave Fisher</td>
<td>Comp 520</td>
</tr>
<tr>
<td>Johnny Brent</td>
<td>Math 201</td>
</tr>
</tbody>
</table>

**Prerequisites**

<table>
<thead>
<tr>
<th>Code</th>
<th>Prereq_Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comp 553</td>
<td>Comp 536</td>
</tr>
<tr>
<td>Comp 553</td>
<td>Comp 551</td>
</tr>
<tr>
<td>Comp 628</td>
<td>Comp 546</td>
</tr>
</tbody>
</table>

Having repeated values into the table as shown above, the representation of a collection of values is implicit in the case of the relational model, it is implemented by adding more records with repetitive values into the tables, as seen in the Teaches and Prerequisites relationships.
This does not apply to the object-oriented model where different types of collection are set up as described in Chapter 4.

B. Building the database using the object-oriented model:

The target database is to be based on Ode, an experimental object-oriented database system from AT&T. It is defined, queried and manipulated in O++, the database interface programming language which is based on C++. The university database covers a university model, a schema of classes such as Person, Department, Staff, Student, Tutor, Visiting Staff, Course, and Address. The O++ based queries are to be run against the university database. Those queries are built using the Ode built-in query facilities and the O++ data structure classes to support OCL concepts, so called utilities.
for query processing such as Set, List and Bag. The query results then would be printed in the form of a collection of solutions.

- **Implementation of a university database symbol table.**

  The purpose of the schema project is to implement a symbol table for the above university database. It is to look into a BNF grammar for the schema definitions and implement the facility to input views described as schema's for those OCL queries which create objects of new classes.

- **Implementation of the OCL-to-O++ translator.**

  This part covers the translation of OCL queries to O++, an interface language for the Ode database system. Those OCL-to-O++ translated queries are to be run against the university database built in the database project. Therefore, the main objective of this component is to design and implement the OCL translator.

### 1.2 Organization

The organization of this report is as follows. Chapter 2 covers object-oriented database systems and query languages. Chapter 3 presents an overview of Ode and O++. Chapter 4 describes the university data model as a case study. Chapter 5 presents the conclusion. The Bibliography is followed by appendices which contain the code of the university model and utilities.
Chapter 2

2 OODBMS and Query Languages

This chapter covers the advantages provided by object-oriented database systems, while relational database systems seem not to be adequate for certain applications. I describe the evolution of OODBMS, the query language associated to it, the features found in an OODBMS and missing in relational system. Then, I provide a high level description of object query languages, their evolution and the current situation in this field. Finally, a query notation called Object Comprehension Language [1] is studied in detail.

2.1 Relational Vs Object-Oriented Database Systems

Relational databases were developed in 1970 and gained market acceptance starting in 1980. The first object database implementation did not begin until 1982 [4], and became popular in the mid-eighties, as a result of the increased popularity of object-oriented programming languages such as C++.

RDBMS now play a dominant role in the business oriented information sector [3]. Although RDBMSs fit the needs of most business applications, they are not adequate for the needs of information highway, multimedia technologies, time-series and spatial data applications. For instance, the relation schemes for banking enterprise can be defined easily using RDBMS:

\[
\begin{align*}
\text{Branch} &= \text{(branch-name,assets,branch-city)} \\
\text{Customer} &= \text{(customer-name,street,customer-city)} \\
\text{Deposit} &= \text{(branch-name,account-number,customer-name,balance)} \\
\text{Borrow} &= \text{(branch-name,loan-number,customer-name,amount)}
\end{align*}
\]
But the declarations defined below for polygon, rectangle and table classes are more appropriate to object-oriented design than relational one:

```
Class Polygon
methods
  area (Polygon Type, xvalues, yvalues):->float

Class Rectangle isa Polygon
methods
  xvalues:->Integer
  yvalues:->Integer

Class Table isa Rectangle
methods
  xvalues:->Integer
  yvalues:->Integer
```

Currently, most applications are based on object programming, and programmers want transparent database storage and management of the object data model using inheritance, encapsulation, overriding, versioning, etc. All these features are efficiently handled by OODBMS, and application performance is increased accordingly.

Users want to distribute both data and logic throughout their network to deliver client/server applications: OODBMS provides one solution.

### 2.2 Why We Need Object Oriented Database Systems (OODBMS)

The need for OODBMS increased due to the shortcomings of the RDBMS model in the following areas [11]:

- The relational model needs to decompose each application object over several base relations (tables). For instance, operations, such as rotating an object in space, would require complex calculations over multiple tables, and extremely complex queries in order to represent the object in a query using table joins.
• Another drawback is the need to supply key-attributes to identify each tuple within each relation so relations can be joined together to represent the object through a query. Also, values do not have any identifiers, therefore they cannot be referenced directly. Using the banking information database, a joining procedure is needed to get the account number and address of each customer by having the customer-name as key attribute:

```sql
select account-number, customer-name, street, customer-city
from deposit, customer
where deposit.customer-name = customer.customer-name
```

• Referential integrity has to be maintained between relations in order to preserve the integrity of the data. For instance, a foreign key that references a primary key must reference a valid primary key. The database is responsible for ensuring the validity of the references, and managing this responsibility requires extensive overhead:

```plaintext
Person_table = (person_id, person_name, address, company_id)
Company_table = (company_id, company_name, address)
```

`person_id` is the primary key of `Person_table`.  
`company_id` is the primary key of `Company_table`. 
`company_id` is a foreign key in `Person_table`.

• Relational databases have only simple data types, such as strings, Booleans, and integers. Engineering applications require more complex data types, which do not exist in the RDBMS. Also, operations such as rotating an object in space, cannot be maintained by the RDBMS, but have to be stored and maintained in the application code.
2.3 OODBMS Evolution

The concept of object-oriented programming originated in the late sixties to early seventies when SIMULA and SMALLTALK-72 languages were developed [4]. Objects provided the initiative for the creation of the fifth-generation database technology. This new generation must be based on conventional database technology and must incorporate solutions to many problems evident in the use of relational databases. The transition from the fourth-generation to the fifth-generation happened under three approaches:

- **Extending an object-oriented programming language** (OOPL): This approach is realized by adding persistent storage; concurrent access and transaction support to an OOPL. This approach has become the most popular in the commercial world as illustrated by ObjectStore, Versant, Objectivity, Gemstone, IRIS, and O2 [2].

- **Extending a relational DBMS**: This approach is created by enhancing an existing RDBMS with object-oriented features such as classes and inheritance, methods and encapsulation. Exemplary systems are PostgreSQL and Starburst [7].

- **Building an ODBMS from the ground up**: This third approach is revolutionary because the whole system is built from scratch, as represented by UniSQL [4] and OpenODB. Orion, a research prototype, belongs to this category. These systems provide their own data models and data manipulation languages [7].

Lately, a new paradigm known as object-relational DBMS (ORDBMS) has emerged. Its objective is to support both relational and object-oriented database applications. Systems
in this category are Illustra and DB2/6000 (for extended RDBMS) and OpenODB and UniSQL (for ground-up ODBMS) [7].

The real commercialization of ODBMS technology started in 1992. The early market concentrated on single-user applications, but now object-based multi-user applications are becoming popular. These applications are concentrated around:

- Office information systems: They include text, graphics, video and voice.
- Manufacturing systems: Hierarchical representation of manufacturing processes is related to the object concepts.
- Scientific applications: For example, medical and geographical information.

2.3.1 The Object-Oriented Definition

An object-oriented database system must satisfy two criteria:

- It should be a DBMS.
- It should be an object-oriented system.

A DBMS is a database system which allows the definition and manipulation of data and provide services, such as persistence, secondary storage management, concurrency control, recovery, and ad hoc query facility.

An object-oriented system must support objects, classes, inheritance and aggregation, encapsulation and methods.

An OO database is a collection of objects whose behavior, state, and relationships are defined based on the object-oriented data model [4].
This data model is defined as a core model augmented with semantic modeling concepts such as aggregation and generalization.

The basic components of the object-oriented data model concepts are [3]:

- **Classes**: Objects are instances of classes. Classes should have data members and methods. Data members are also called attributes or instance variables.
- **Methods**: Objects can have behaviors described in the method code.
- **Object and Object Identifier (OID)**: Each object should have an unique object identifier.
- **Inheritance**: Classes can inherit members and methods from other classes.
- **Polymorphism**: Inherited methods can be overridden and late-binding of method calls can occur based on the object class.
- **Encapsulation**: Methods and values within objects can be protected.

In addition there are two semantic concepts which are essential for many types of applications:

- **Composite Objects**: known also as complex objects, which are built from simpler objects. A complex objects is a heterogeneous set of objects which form a part hierarchy. This is the aggregation relationship.
- **Version**: A version object is a set of objects which are versions of the same original object. A version object consists a hierarchy which builds relationships among various versions of the object.

With the above two concepts, the data model definition is complete and ready to be directly implemented in a database system.
2.3.2 OODBMS Advantages

The following advantages are specific to object-oriented databases:

- **Speed**: Queries can be faster because joins (used in relational databases) are often not needed. This is because an object can be retrieved by following object ids.

- **No Impedance Mismatch**: When both the relational data manipulation language (SQL) and the classical programming language do not fit together, an impedance mismatch occurs. This is due to three main causes [2]:
  
a. **Type mismatch**: The type system of the programming language and the database system DDL are not the same. Relational databases deal with set of flat tuples, while programming languages often deal with single hierarchical records. Thus, conversion is needed when storing or retrieving data from the database.

  b. **Set versus element programming**: Relational databases operate on sets of tuples such as join, select; whereas programming language deal with one record at a time.

  c. **Declarative versus imperative programming**: Relational query languages are declarative, in contrast to the most widely used programming languages, which are imperative.

The impedance mismatch has many undesirable consequences, which are manifested while extracting or writing data to databases, so more code has to be written to handle data conversion, and unnecessary communication is established between the programming language and database system.
The mismatch is solved by using persistent programming languages, which use the same paradigm in the programming languages as the database.

In the case of OO databases, the same object paradigm is used by both programming language and database. It is not necessary to do any format conversions when reading the data from disk or writing it to disk.

- **Programmers need to learn only one programming language**: The same programming language is used for both data definition and data manipulation.

- **Complex applications**: The full power of the classes in the database programming language can be used to model the data structures of a complex application.

- **Versions**: Object-oriented databases provide better support for versioning (as we will see later in the case of ODE).

- **Triggers and constraints**: Object-oriented databases (such as ODE) provide support for triggers and constraints. These form the basis of active databases [14].

Finally, all object-oriented applications that have database needs will benefit from using object-oriented databases. Specifically, C++ applications that need a database, can benefit from the use of the Ode database system.

### 2.4 Evolution of the ODBMS Query Language

In the early days of object-oriented database management systems, it was believed that query languages were not needed [3], but later this perception vanished totally as ODBMS acquired an increasing portion of the market place, and the need for certain query language features became crucial.
2.4.1 History

A good example of a ‘first generation’ object-oriented database language supporting queries is the O++ database programming language (details later). O++ is basically an extension of the C++ language with the support of persistent objects. O++ integrates user queries through the programming language itself. These queries were totally non-declarative, using pointers to object members to return results [8]. The queries were specific to the internal representation of the object, thus, they were not portable between object models and violated the encapsulation rule.

2.4.2 Next Generation - Object Query Language

With time, it was understood that better object-oriented query languages founded on a well-defined object-oriented data model were needed. The language should be concerned with the conceptual schema of the data model, not the internal representation of the model.

The requirements of object query language over relational languages include [3]:

- **Method Invocation**: to be able to invoke an object’s method as a query predicate:
  
  - Return staff members earning more than $1000.
  
  ```
  Set [ s <- StaffMembers ; s.salary > 1000 | s ] /* salary is the object method */
  ```

- **Object Equality**: A predicate should be able to use several equality comparisons on objects using operator overloading

- **Class Hierarchy**: A query expression should be able to query objects for their place in the inheritance hierarchy, such as the IS-A predicate:
- Return Student living in Glasgow.

Set \[ s \leftarrow \text{Student} ; s.\text{address.city} = \text{"Glasgow"} \mid s \]

/* address is the object method inherited from Person */

- **Class Joins**: A query must be able to join together objects based on a predicate
  and return tuples based on results from joined objects:

- Return students studying in the same department of SteveJ.

Set \[ x \leftarrow \text{Students}; y \leftarrow \text{Students}; x.\text{name} = \text{"SteveJ"};
\]
\[ x.\text{major} = y.\text{major} \mid y \]

- **Recursion**: A query must be able to perform recursions, such as all prerequisites of
  a course, where the prerequisites themselves are courses:

- Return all direct and indirect prerequisite courses for the ‘DB4’ course.

let \( f ( \text{cs : Set of Course} ) \) be
\[ \text{cs UNION Set} \left[ x \leftarrow \text{cs}; y \leftarrow f (x.\text{prerequisites}) \mid y \right] \]
in \[ \text{Set} \left[ c \leftarrow \text{Courses}; c.\text{code} = \text{‘DB4’}; p \leftarrow f (c.\text{prerequisites}) \mid p \right] \]

- **Integration**: The language must be able to be integrated with languages such as C++.

### 2.4.3 Current Situation

In 1993, the Object Data Management Group (ODMG) published a set of object
languages. They combine the best features of O2, OQL [9] and SQL’s DML and DDL
languages. The ODMG-93 language is heavily based on programming language standards,
in particular C++ and Smalltalk. Three languages are defined in the ODMG-93 standard:
OQL (Object Query Language), OML (Object Manipulation Language) and ODL (Object
Definition Language).
Another candidate for an object-query language, SQL3 [10], which is being promoted by the SQL legacy, is an attempt to turn the SQL-92 (for relational databases) into an ODBMS query language. While ODMG-93 is considered a true object-oriented language, SQL3 is based on the extended relational model.

2.5 The Future of ODBMS and Query Languages

Most likely, future research in ODBMS query languages will take place in industry rather than in academia. This has been the case with RDBMS query languages. For instance, SQL was first developed in academia and then further developed by industry.

The most likely candidates for further research and development are the two previously discussed languages, SQL-3 and ODMG-93 [3]. It seems that most vendors will turn to the object data model definition proposed by the ODMG-93 data model definition. The success of SQL-3 in ODBMS is still not sure. While SQL-3 is considered to be the query language of choice in the extended RDBMS world, it has still to be standardized as the query language of choice for the ODBMS world.

The market for ODBMS is still quite small. There is no doubt that ODBMSs will gain increasing market share and the future looks very promising for ODBMS databases. When we have millions of users working with object-oriented systems in different complex applications, not only will ODBMS gain market share, but the query languages will be more developed and standardized. The popularity of the internet will most definitely encourage the use of object-oriented systems. ODBMSs will not replace relational DBMSs in conventional database markets such as inventory management, finance, airline
reservations. Rather, the use of ODBMS will be restricted to complex applications such as design engineering and network management.

Finally, as consumer demands grow and technology evolves, applications will support more complex type information, more relationships and dependencies. All this means that as time goes on, more applications will move from the domain of traditional databases to that of ODBMSs.

2.6 Object Comprehensions: Background

Existing object-oriented query notations have been criticized for being unclear, inefficient and computationally weak. According to [1], the inadequacies are categorized into the following four items:

- **Support of object-orientation**: A few object-oriented query languages do not capture the class hierarchy which is defined by the ISA relationship between classes.

- **Structuring Power**: By definition, structuring power refers to the ability to generate complex objects that are components of object-oriented design. To do so, a query language must provide something like nested queries and allow orthogonal composition of constructs.

- **Computational Power**: The power of a query language is characterized by recursion and quantification. For instance, the traversal of recursive queries is only supported by ORION [4], and system supports recursive queries with computation. The support for quantification is generally poor.
• **Support of Collection:** The Set structure is widely supported and its operations are well defined, but this is not the case for other collection classes, and the interaction between different collection classes is not defined.

Therefore, a good query notation is introduced taking into consideration the above weaknesses and the fundamental properties of object-oriented data models. This new query notation is known as **Object Comprehensions**, and is clear, concise, powerful and optimizable. The extension of **List Comprehensions** [16] to **Object Comprehensions** was done by consolidating and improving constructs found in existing query languages.

### 2.6.1 Object Comprehensions Language (OCL)

The standard mathematical notation for sets was the inspiration for **comprehensions**. Thus, **Comprehensions** languages are based on set notation such as the definition of the following set of squares of all the odd numbers which is conventionally written as:

\[
\{ \text{square } x \mid x \in s \text{ and odd } x \}\]

**Comprehensions** first appeared as **Set Comprehensions** in an early version of the programming language NPL, which later evolved into **Hope** [5] but without **comprehensions**. They were followed by **List Comprehensions** [6].

The above mathematical expression written using **List Comprehensions** is as follows:

\[
\text{[square } x \mid x \leftarrow s; \text{odd } x]\]

where \(s\) stands for a list instead of a set.

The syntax of **List Comprehensions** is as follows:

\[
Q:: = \ldots | [E | Q]\]
Q:: = E | P ← E | ∧ | Q: Q

where E stands for an expression, Q stands for a qualifier, P stands for a pattern, and O stands for an empty qualifier.

The result of evaluating the comprehension [E | Q] is a new list, computed from one or more existing lists. The elements of the new list are determined by repeatedly evaluating E, controlled by the qualifier Q. A qualifier is either a filter which is a boolean expression such as \textit{odd} \( x \), or a generator such as the \((x ← s)\) above, making \( x \) range over the elements of the list \( s \). More generally, a generator of the form \((P ← E)\) contains a pattern \( P \) that binds one or more new variables to components of each element of the list.

Recently, \textit{List Comprehensions} was generalized to \textit{Collection Comprehensions} \cite{1} which provides a uniform notation for expressing queries over different collection classes such as bags, lists, trees, and sets. The major improvement is that only one query notation is needed for all collection classes.

Here are some examples of \textit{object comprehensions} using the notation suggested in \cite{1}:

\textbf{Example 1.} Return students having Steve before Bob in their supervisor lists.

\begin{verbatim}
Set [ s ← Students; s.supervisedBy.(Steve : Bob) = = List [] | s]
\end{verbatim}

\textbf{Example 2.} Return students taking exactly two courses given by Steve Johnson.

\begin{verbatim}
Set [ j ← StaffMembers; j.name = 'Steven Johnson';
    s ← Students; SOME s.takes = JUST 2 j.teaches | s ]
\end{verbatim}

\textbf{Example 3.} Return a set of staff members from a certain set \( (\text{StaffMembers}) \) provided they comply with a specific condition such as earning more than \$3000 a month.

\begin{verbatim}
Set [ s ← StaffMembers; s.salary > 3000 | s ]
\end{verbatim}
It is worth mentioning that comprehensions are a declarative specification of a query, and as is shown in [1], are a good query notation for being concise, clear, expressive and easily optimized.
Chapter 3

3 Overview of ODE and O++

ODE (Object Database and Environment) is an object-oriented database system developed for research at AT&T. The primary interface for the Ode database is the database programming language O++ [8], which is based on C++. O++ extends C++ with facilities for creating and manipulating persistent objects stored into clusters, defining and manipulating sets, querying the database, specifying constraints and triggers and running transactions.

The Ode database is based on a client-server architecture. Each application runs as a client of the Ode database. The storage manager used by Ode is EOS [14]. The Ode database handles single user applications that can run without a separate server. It also supports multiple applications which can concurrently access the database.

3.1 Database Structure

The Ode database consists of a number of files called areas [12]. Each area is organized as a tree structure (Figure 3). A number of databases can exist in a single Ode area. Information about these databases resides in block number two of the area which serves as roots of the trees for each specific database. Each database entry contains information about the address location of its root file and the name and version of this specific database.

There are three basic object types in an area: file object, data object, and index object.
3.1.1 File Object

*File objects* are composed of a file header and a list of block numbers. Each block number serves as a pointer to the blocks which contain other objects that belong to the specific file. These objects can be *data objects, index objects*, or other *file objects*. 
3.1.2 Data Object

Data objects contain user data, they are organized into persistent objects identified by a unique object id.

3.1.3 Index Object

Index objects are composed of an index object header and a list of block numbers, each block number points to a block representing one of the buckets in the hash table. The index object header is at the same time the header of the hash table and contains information such as hash key size, hash value size, key type, etc. Each bucket in the hash table has a bucket header and a list of bucket slots. The bucket header contains information about the number of bucket slots in the bucket, space management, hash key size and value. Each bucket slot indicates the location of key/values pair in the bucket.

File objects, index objects or data objects that have a size greater than a page (4096 bytes) will be organized into large objects. Large objects are also organized as a tree structure; each node in the tree contains a large object header and a list of number/size pairs. The large object header has the information about the level of the tree which indicates the number of nodes that user has to traverse before reaching the final file, index or data object.

3.2 Language and Data Model

3.2.1 O++ - Database Programming Language for ODE

The Ode database is defined, queried and manipulated using the database programming
language O++. The O++ compiler translates an O++ program into a C++ program that contains calls to the ODE object manager library. The library provides facilities for creating and manipulating persistent objects. The translated program is then compiled with the C++ compiler and linked with the object manager library to form a load module ready to execute (Figure 4).

The C++ object model called the class is used as the basis for the object model of O++. The class facility supports data encapsulation and multiple inheritance. O++ extends C++ classes by providing facilities for creating and manipulating persistent, volatile objects and their versions, and associating constraints and triggers. Most of the O++ code interacting with the database should be within a transaction block. Also, O++ language provides query facilities on objects found in clusters. The major lack of this query language is that it can't perform 'join' queries, thus O++ alleviates these problems by providing iterators that allow sets of objects to be manipulated as easily as by declarative query languages (SQL). The iteration facility of O++ also allows the expression of recursive queries.

3.2.2 Data Model

3.2.2.1 Objects Definition

The O++ object model is based on the C++ object model as created by the class facility. A class declaration consists of two parts: a specification and a body.
The specification contains the necessary information for the user of a class. For example.

```cpp
Class address {

    private:

        char street[20];
        char city[20];

    public:

        address(char*,char*);
        char* ret_street( );
        char* ret_city( );
};
```
the body consists of the bodies of methods declared in the class specification. For example.

    address::address(char *s, char *c)
    {
        strcpy(street,s);
        strcpy(city,c);
    }

3.2.2.2 Inheritance

Inheritance allows more specialized objects to inherit properties (data and functions) of more general objects. A derived class is specified by following its name with the name of the superclass. A derived class inherits all data items as well as the member functions of the superclass:

    class stockitem: public item {
        int consumption; /* qty consumed / year */
        int leadtime;    /* lead time in days */
        
        public:
            int qty;
            double price;
            
            stockitem( Name iname, double iw, int xqt, int xconsumption,
                        double xprice, int xleadtime);
    }

Stockitem is the same as item in addition to other information such as quantity in stock, its consumption per year, its price and the lead time.

Multiple inheritance allows a new class to be derived from multiple classes:
class tutor: public staff, public student {

.......... public:
.......... }

3.2.2.3 Named Persistent Objects

O++ considers two types of memory: volatile and persistent [14]. Volatile objects are allocated in volatile memory as those created in any programming languages. Persistent objects are allocated in persistent store and continue to exist after the program that created them has terminated. Persistence should be a property of object instances and not types, and it should be possible to allocate objects of any type in either volatile or persistent store.

Also, it is possible to copy persistent objects to volatile ones and vice-versa to speed up performance.

Each persistent object is identified by a unique identifier, called the object identity (oid). The object identity is referred to as a pointer to a persistent object. Persistent storage operators pnew and pdelete are used as follows:

```c
persistent stockitem *psip; /* persistent pointers */

stockitem *sip; /* volatile pointers */

psip = pnew stockitem("1m dram", 0.05, 5000, 10000, 7.5, 15);
*sip = *psip;
pdelete psip;
```
psip is a pointer to a persistent stockitem object, then copy the object pointed to by psip to the object pointed to sip, and delete the object pointed to by psip.

3.2.2.4 Persistent Objects Clusters

Persistent objects of the same type are grouped together into a cluster [13]. The name of a cluster is the same as that of the corresponding type. The Ode object manager views the global database as a collection of local databases called cluster groups. Each cluster contains objects of the same type, and they can point to each other within the same cluster. Each cluster group manages two copies of persistent objects: the one found on disk and the one found in memory. When a program starts executing and needs to access the required persistent objects, a process copies the persistent objects from disk to memory. This process is called activation. The cluster group tracks the objects that have been activated and where in memory they are located. The reverse operation, writing a modified persistent object back to disk, is called passivation or synchronization.

Clusters are implemented using the class template CLUSTER, having as parameter the type of the objects the cluster will contain. The following steps describe the scenario where a new created object becomes persistent:

- The object manager creates an object by invoking the pnew operator.
- To make the object persistent, it must be inserted into a cluster (created before).
- The insertion is done by saving a pointer to the required object into the cluster group.
- Later, the object is written to disk, and deleted from memory.
3.3 Database Facilities

3.3.1 Transactions

Transactions deal with objects in the database by invoking operations on the objects. Thus, all code interacting with the database (except database opening and closing) must be within a transaction block of the form `trans { ... }`. There are three kinds of transactions:

- Update: have the form `trans { ... }`
- Read-only: have the form `readonly trans { ... }`
- Hypothetical transactions allow users to ask "what if" scenarios and they have the form: `hypothetical trans { ... }

The following is an example of an update transaction:

```c
#include <stdio.h>
#include "db.h" /* classes Name and Addr */
#include "supplier.h" /* class supplier */

class Item {
  Name nm;
  float wt;
  float pr;
public:
  .......
  float price();
  .......
};

main ()
{
  persistent Item *pip, *pip1, *pip2;

  /* add two new persistent items and get the expensive one */
  trans {
    *pip1 = new Item("twidlead",320,125);
    *pip2 = new Item("twidlead",350,75);
  }

  .......

  .......
```

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In the above example, the creation of new persistent objects is done within the transaction block. The same applies to the for iteration command.

The ODE database server (EOS) provides transaction management facilities as follows:

- **Concurrency Control**: EOS supports multiple transactions to access a database at the same time through read mode, and only one transaction to write an object. This is accomplished using the MultiGranularity 2-version 2-phase (MG-2V-2P) [15] locking. All transactions acquire locks on data items before they access them, and all locks are released when transactions are finished (committed or aborted). Three types of lock granularities are supported: *page-level, file-level* and *database-level*. A *page-level* lock consists of a page locked in shared, exclusive or commit mode. The *file* or *database* can be locked in one of the following modes: no lock, shared, intention shared, exclusive, intention exclusive, shared intention exclusive, commit and intention commit.

EOS avoids the *starvation* problem associated with 2-version protocol by blocking all new readers when the writer wants to commit.

- **Deadlock** is also possible in this locking scheme: deadlock detection is performed each time a lock request is blocked by another transaction which is blocked too. Read-only transactions are less likely to *deadlock* because they request only read locks. The ODE system may also abort transactions to break *deadlocks* by issuing the ‘abort’ statement which explicitly aborts the transactions.
• **Logging**: EOS maintains two types of logs: *private* and *global* [15]. Each *private log* is associated with one transaction only. The log records are *redo* records, which contain the results (after images) of the updates generated by the corresponding transactions.

  The *global log* contains records that are either commit or checkpoint records. A commit log record contains the committed transaction’s id and other information related to the transaction’s updates. The checkpoint record contains the ids of the committed transactions at the checkpoint time.

*Log* files are used by EOS for recovery: The EOS server returns the database to the last consistent state prior to failure as recorded in the *log* files.

• **Transaction Commit**: A transaction is declared committed if the following steps are performed successfully:
  
  A. The records, updated by a transaction in its private log, are flushed onto stable storage.
  
  B. A *commit* log record is inserted into the global log.
  
  C. The global log is flushed onto stable storage.

• **Checkpoint**: To reduce the amount of work the recovery manager has to do, the EOS server periodically issues checkpoints. During a checkpoint, dirty pages found in the shared pool are moved to the stable storage. When the checkpoint process is completed, a checkpoint record is inserted in the global log file.
3.3.2 Query Processing

O++ language can query objects found in a cluster, subcluster or set using a for loop of the form:

    for j in s in set-or-cluster-or-subcluster
        [suchthat-clause] [by-clause] statement

For instance, to print the name of people whose city address is Ottawa:

    persistent person *pers;
    persistent address *per_addr;
    ............
    for (pers in person)
        such that (pers.per_addr.ret_city() == "Ottawa")
        printf("%s %s\n", pers->get_name());

This loop will iterate over all pers of type person in order to find someone whose city is ‘Ottawa’. The such that clause is used to restrict the search of objects that satisfy a boolean expression. This clause is similar to the where clause in SQL.

Joins can be performed using nested for loops or a loop with multiple loop variables as in:

    for (pe in person; ad in address) {
        ............
    }

Also, using in all clause instead of in in a ‘for loop’ statement causes the loop to return results consisting of persistent pointers of all objects of a particular type and types derived from it through inheritance:
for (pe in all person) such that (pe->get_name() == "GEORGES AYOUB")

printf(............);

is equivalent to the permutations of the following two loops:

for (pe in all staff) such that (pe->get_name() == "GEORGES AYOUB")

printf(............);

for (pe in all student) such that (pe->get_name() == "GEORGES AYOUB")

printf(............);

provided the classes Staff and Student inherit the class Person.

One restriction to the in all clause is that it works only when the class declaration use
single non-virtual inheritance.

As a more in-depth example of query processing in O++, the following is a manual
translation of object comprehensions queries into O++ queries of Ode. The OCL sample
queries are from chapter 2.

1. Set [ s <- Students; s.supervisedBy.[Steve : Bob] ~ = = List [ ] | s]

   Set<Students> tempset;

   for s in Students
   {
      List<StaffMembers> templist;
      if ( s.supervisedBy.ssublist("Steve","Bob") ! = templist)
         tempSet.add(s);
   }

2. Set [ j <- Staff; j.name = 'Steven Johnson';
       s <- Students; SOME s.takes = JUST 2 j.teaches | s ]

   Set<Courses> tempset;

   for j in StaffMembers
      suchthat ( j.name = = String("Steve.Johnson") )

   for s in Students
      suchthat ( s.takes.every(j.teaches))
         tempSet.add(s);
3. Set [ s ← StaffMembers; s.salary > 3000 | s ]

    Set<StaffMembers> tempset;
    for s in StaffMembers
        suchthat (s → salary > 3000)
        tempSet.add(s);

3.3.3 Versioning

In Ode, all persistent objects can have versions and there is no pre-defined limit on the number of versions an object can have [13]. As in persistence, versioning is an object property and not a type property. All objects of the same type can be versioned and can have different number of versions.

An object and all its versions are treated as one logical object with one object id. Accessing an object using a logical object id results in access to the current version of the object.

A new version is created by invoking the macro newversion : v1=newversion(p) where p is a logical object id. Ode recognizes the fact that the object referenced by v1 was ‘derived’ from the object referenced by p. O++ tracks the relationships between versions and provides facilities to traverse them. Given a logical object id, operator pdelete deletes the object and all its versions.

3.3.4 Constraints

Constraints are used to maintain consistency in the Ode database. Providing integrity constraint facilities in a database is not a new issue since all commercial databases today
provide a certain level of integrity. This new integrity aspect is specific to object-oriented databases, where objects are updated and the database is left in a consistent state.

*Constraints* are used to ensure this kind of data integrity.

*Constraints*, which are Boolean conditions, are associated with class definitions. All objects of a class must satisfy all *constraints* associated with the class.

*Constraints* in ODE are of two parts [13]: a predicate and an action (or handler): the action is executed when the predicate (condition) is not satisfied. *Constraints* checking is performed at object level or transaction level, thus ODE supports two types of *constraints*:

- *Hard constraints* are specified in the *constraint* section of a class definition as follows:

```
constraint:
  constraint1: handler1
  constraint2: handler2
  ............
  constraint(n): handler(n)
```

*constraint(n):* is a Boolean expression that refers to component of the specified class.

*handler(n):* is a statement that is executed when a *constraint* is violated.

Here is an example of a *constraint* declaration:
constraint:

\[\text{supplier\_state} = \text{Name("NY")} \lor \text{supplier\_state} = \text{Name("")};\]

For this type of constraints, checking is performed as soon as the object is updated: if any constraint associated with an object is not satisfied, and no handler exists to rectify it, then the transaction causing the violation will abort. If there is a handler associated with the constraint, then this handler is executed and the constraint is reevaluated immediately. If the constraint is still not satisfied, then the transaction in question is aborted.

- Soft constraints are specified like hard constraints except that the keyword soft precedes the keyword constraint.

For this type of constraint, checking is performed at the transaction-level: that is, checking is deferred until the end of the transaction causing the update. Therefore, whenever a constraint violation occurs, it has to be rectified before the transaction causing the violation can commit.

3.3.5 Triggers

Triggers, like constraints, check the database for certain conditions, except that these conditions are not related to consistency. A trigger is specified in the class definition, and can apply only to the specific objects with which they are activated.

A trigger consists of two parts [13]: a condition and an action:

\[
\text{trigger}:
\]

\[
[\text{perpetual}] T1 (\text{parameter-decl1}):\text{trigger\_body1}
\]

\[
[\text{perpetual}] T2 (\text{parameter-decl2}):\text{trigger\_body2}
\]
T1,T2 are the trigger names. Triggers parameters can be used in the trigger bodies.

There are three types of triggers: once-only (by default), perpetual (specified using the keyword perpetual as the example above), and timed trigger.

A once-only trigger is automatically deactivated after the trigger has ‘fired’, and must then be reactivated explicitly if desired. A perpetual trigger is automatically reactivated after being fired. A timed trigger must fire within a specified period of time, otherwise the timeout action is fired. As an example of a once-only trigger:

    class inventitem: public stockitem {

        public:

            inventitem (.....);

            void deposit (int n);

            void withdraw (int n);

            ..... 

            trigger:

                order( ): qty < reorderlevel( ) => place_order(this, eoq( ));

                /* "this" refers to the object itself */

            The action associated with the trigger order will be executed after its condition becomes true.

    Triggers are explicitly activated after creating the corresponding associated objects. A trigger Ti associated with an object whose id is object-id is activated by the following call:

        object-id -> Ti(arguments)

    If successful, the trigger activation returns a trigger id, otherwise 0 is returned.

    Triggers may be deactivated explicitly before they have fired as follows:
Trigger id

Object id \rightarrow T_i \text{ (arguments)}

An active trigger fires when its condition is true. Firing means that the action associated with the trigger is scheduled for action. Trigger actions are initiated as separate transactions (triggered transactions). They act independently of the transaction causing the trigger to be fired (triggering transaction). The reason for this is that the triggering transaction should be allowed to commit even if the triggered transaction aborts for some reason.

Finally in Ode, a trigger or constraint is said to be intra-object if it is associated with a specific object, and the condition associated with it is evaluated only when the object is updated. Otherwise a constraint is said to be inter-object.

3.4 ODE Database Creation and Load

The steps needed to start Ode and build a database, are summarized as follows:

- Ode uses a client-server environment, thus commands are provided to create the initialization files:

  On the server:

  a. Run make_server_init and make_format_init.

  b. Start the server using oderserver.

  On the client:

  1. Run make_client_init and makes_format_init.

  2. Make sure that the EOS_SERVER_HOST in file ~/.eos/clientrc for the client is set to the name of the machine where the server is running.
• When the server is running, the command `oedareaformat` *(without the -l)* is issued
to create a database area. A database area may contain one or more databases.

When the server is down, `oedareaformat` *with* the -l option is used to create an area.

`oedareaformat -l database_area -o`

(The size of the `database_area` just created is very big).

• Include the header file `ode.h` which automatically makes available the class
`database` in order to provide functions for manipulating (open, close, etc.) the
database and naming persistent objects.

• Most of the operations interacting with the database are invoked within the
transaction block except the open, close and remove database operations which are
invoked from outside. Update transactions have the form: `trans { ... }`, which allow
insertion into the database.

• The command to open or create the database should be initiated next outside the
transaction body. An O++ database is identified by the name of the file in which
the database resides. When a name (with no embedded `'/') is used, O++ creates
the database in the database area.

Otherwise, O++ opens an already existing database after specifying the full path
name:

```cpp
if ((db = database::open("~/path/database_name")) = NULL) {
    cout << "cannot open database_name" << endl;
    exit(1);
}
```

• Define classes whose objects are to be made persistent by using the form:
persistent class class-name:

persistent class person { ... };

- Create persistent objects using the operators pnew. This operator returns a pointer to persistent objects, known as persistent pointers:

```c
persistent class_name *pe; /* persistent pointers */
```
```
pe = pnew person;
```

The creation of persistent objects should be within the transaction block.
Chapter 4

4  Object-Oriented Case Study

This chapter covers the university data model built using O++, provides a detailed description of the corresponding schema of classes and the utilities such as bag, list and set written to support the processing of OCL queries to be run against the university database.

4.1  University Data Model

The data model is a simplified university administration system that records information about students, staff members of a university, its departments and courses. The relationships between classes are defined in figure 5.

The class Person has two subclasses: Staff and Student. VisitingStaff is a subclass of Staff. Tutor inherits from both Student and Staff in case students can do part-time teaching. The calculation of the salary of a tutor is different from that of a staff member. Every person has an address which is an object of class Address. Each student can have many supervisors modeled by the method supervisedBy as a list of staff members. Every staff member and student are associated to an object of type Department via department and major respectively. Courses offered by the university, taught by staff members and taken by each student are also recorded. They are represented by set-valued methods, teaches and takes. A course may have a set of prerequisite courses (prerequisites) and is administered by a set of departments (runBy). Also, the percentage weights of assessments (Credits) is given for each course. A course is an instance of the class Course.
It is assumed that the database is made of six set collections:

- **Persons**: Set<**Person**>
- **Departments**: Set<**Department**>
- **Courses**: Set<**Course**>
- **Staff Members**: Set<**Staff**>
- **Students**: Set<**Student**>
- **Tutors**: Set<**Tutor**>

![University Model Diagram](image)
The following is the description of the schema definition of the university database:

```
Class Person isa Entity
   methods
   name -> String
   address -> Address

Class Staff isa Person
   methods
   department -> Department
   teaches -> Set of Course
   salary -> Integer

Class Student isa Person
   methods
   major -> Department
   supervisedBy -> List of Staff
   takes -> Set of Course

Class Tutor isa Staff, Student
   methods
   salary -> Integer

Class VisitingStaff isa Staff

Class Department isa Entity
   methods
   name -> String
   address -> Address

Class Course isa Entity
   methods
   code -> String
   runBy -> Set of Department
   prerequisites -> Set of Course
   assessments -> Bag of Integer
   credits -> Integer

Class Address isa Entity
   methods
   street -> String
   city -> String
```
4.2 Utilities

Utilities are used in Object Comprehensions queries and in several object-oriented data models. They are defined as a collection of objects grouped as list, set, or bag:

- **List** is a Collection of ordered elements; duplicates allowed.
- **Set** is a Collection of elements with no duplicate and no order.
- **Bag** is a Collection of elements with possible duplicates and no order.

The class collection is defined to manage the above collection of objects (list, set or bag) by declaring methods to be used by all subclasses representing the three types of collection objects. In addition, more specialized methods are declared for each one of the subclasses defining the behavior of the different instance variables.

The following is the schema definition of the collection classes:

(More detailed description in Appendix A)
Many data structures are defined in order to facilitate the access the elements of a

collection:

• **Iterators**

They are used to access the elements of a *Collection* sequentially without exposing
its internal structure. The order in which the objects are visited depends on the
type of the *Collection*. Objects in a sequential *Collection* are accessed in the order
in which they are added or sorted. Objects of any other *Collections* are visited in
an undefined order. The abstract interface of all iterators is defined by the class

*_iter_list_. An iterator object is responsible for keeping track of the current

element: it knows which elements have been traversed already.

The following iterator template class is used by the Utilities members in order to

visit the elements in any *Collection* type (*set_, *list_, *bag*_):

```
Template <class Type>
class _iter_list {

private:
  persistent _node<Type> *entry;
  persistent _node<Type> *pos;

public:
  _iter_list(...)  
  persistent _node<Type> *POS() {return pos;} 
  void first() {pos=entry;} 
  void next() {if (pos) pos=pos()->next;} 
  Type *current() {....}
};
```

First, the list to traverse must be supplied. Once the _iter_list_ instance is ready, its
elements can be accessed. The _iter_list_ is made up of two items referring to

position: The ‘entry’ and ‘pos’ which are initialized to point at the head of a list

(\.beginning position).
The Pos() returns the position of the current element in the list.

First() initializes the current element to the first element.

Next() advances the current element to the next element.

Current() returns the current element in the list.

The following example shows how iteration is used in the Destroy() method which deletes all members of a Collection():

```
_iter_list<Type> iter(this); /* Create an iterator named iter */
iter.First(); /* position the current element pointer to the first element */
cursor=iter.Pos(); /* get the current position and assign it to cursor */

While (cursor) {

tmp = iter.Pos(); /* get the cursor position and assign it to tmp */
iter.next(); /* advances the current element to the next element */
cursor = iter.Pos() /* get the current position (next elements) and assign it to */
cursor */
pdelete tmp; /* delete the previous to current element */
}
```

- **Wrapping Methodology**

Each type (set, list, bag) of the Collection utility contains instances of the corresponding classes as found in the schema definition.

When a set of <person> is defined, the address which points to the header of a set does not point specifically to the head element, but to a sort of ‘wrapper’ which envelopes each of the object instances of type <person>, <course>, etc... making up the whole set.

The ‘wrapping’ job is done by using a specific class (_PerPtrWrap), needed when defining the address pointer of each type of the Collection utility:

```c
typedef _PerPtrWrap<person> person_wrap;
type def set<person_wrap> person_set;
```
Therefore, whenever a searching for a list of objects is needed in the Collection type, the ‘match’ method declared in the class _PerPtrWrap is needed, because objects are accessed through this ‘wrapper’ only.

4.3 University Data Model Creation

The steps needed to build the university data model, are summarized as follows:

- Define class and class templates whose objects are to be made persistent by using the form:

  ```
persistent class class-name:

  persistent class person { ... };

  template <...>
  persistent class class-template-name:

  template <class Type>
  persistent class collection { ... };
  ```

- Create persistent objects using the operators pnew. This operator returns a pointer to persistent objects, known as persistent pointers:

  ```
persistent person *pe;    /* persistent pointers */

  pe = pnew person;
  ```

Volatile pointers refer to pointers declared without the persistent declaration:

  ```
class *cl;
  ```

Both types of pointers are needed while building the constructors of the classes.

- Collection classes are needed for the data model definition:

  ```
  Class Course {

  .......
  ```
persistent course_set *prereq:

persistent bag<int> *assess;

}

- The declaration of persistent pointers having as type a collection (set, bag or list) of objects, need to use the wrapper class as defined before:

  persistent person_set *sp;

  (person_set is defined using the wrapper class)

- Need to use the multiple inheritance facility among classes, as is the case for the class Tutor which inherits from both Student and Staff.

- Need to use method overloading for salary, because the calculation of the salary of a tutor is different from that of a staff member.

- Get the values to be inserted, then create a persistent object having as arguments the values just entered, then call a method to insert the object into the database:

  (persistent person_set *sp; /* person_set is defined using the class wrapper */
   persistent person *pe; /* persistent pointer */
   const max = 20;

   person *pz; /* volatile pointer */
   getline(fname,max); /* get first name */
   getline(lname,max); /* get last name */
   getline(s, max); /* get street */
   getline(ct,max); /* get city */

   pe = pnew person (fname,lname,s,ct); /* create persistent object */
   pz = (person *) pe /* assign to volatile object */
   sp->add(pz); /* add the object into the person_set */

Iteration is used to add items into the collection in order to avoid duplicates as it is the case for sets and lists.
4.4 Problems

Some of the problems encountered during the implementation of collection classes can be defined as follows:

- Persistence: The declaration of pointers using the wrapper was not evident at first, but later after seeing some examples, it was more obvious.

  The difficulties were in matching elements of certain data type using the method match defined into the 'wrapper' class.

  Also I had problems assigning persistent to volatile pointers or vice-versa, but later I found the solution by reading some papers describing the topic.

- Passing arguments: Some difficulties were encountered while passing arguments to insert or find any object. I got the solution after applying the same procedure seen in some examples having the same situation.

- Template: By definition, templates are used to define classes with different type declaration. so no need to define one class per type. The problem I have, is when having templates in the method declaration and how to deal with them when creating items. I got the solution after checking the C++ templates (O++ being an extension of C++) and understood the real usage of them.
Chapter 5

5 Conclusion

The original idea was to study and implement OCL, Object Comprehension Language, a new powerful query notation.

This idea initiated a team work of three interrelated projects. The main goal of the three projects was to test OCL by allowing a user to run OCL queries against a certain database and view the results. Therefore, the required database to be built, should constitute one of the project components, the database project. Building a database system in turn requires a symbol table for such a database, which constitutes another component, the schema project. The third team has to provide the translation of the user specified OCL queries into an interface query language that could be recognized by and run against the database created in the database project.

The main objective of this thesis is to set up and manage the sample university database. The selected database is to be based on Ode, an experimental object-oriented database system from AT&T. The database is defined, queried and manipulated using O++, the database interface programming language based on the C++ programming language. The University model consists of interrelated objects of O++ classes such as Department, Course, Student, etc.

The O++ query results are obtained by the use of both Ode built-in facilities, in addition to utility classes implemented in O++ to support OCL concepts, such as set, bag, and list. The query results would be printed as a collection of solutions.
An overview of object-oriented databases is provided, comparing them to relational databases and how the latter did not seem to be adequate for certain applications such as multimedia technologies. The evolution of object-oriented database is also described.

Then, differences between object-oriented query languages and relational query languages are described. Ode, being an object-oriented database based on C++, is taken as a case study.

The power of Ode consists of facilities for creating and manipulating persistent objects, transaction processing, and utilities for querying a database. The Ode queries are based on O++ (an extension of C++).

A sample university model database is constructed, and utility classes are written to support the model and the OCL queries.

The problems encountered with O++ are as follows:

- The persistence issue: How to store persistent objects into the ODE database and to remain there. The solution was to use the ‘wrapper’ class declaration (Appendix A).
- Recursion in class declaration: This situation occurs into the ‘Course’ class declaration of the university model database where one of the members is of type ‘Course’ considered as a set of prerequisite courses.
- Templates in O++: The rules applied to templates for O++, are the same as for C++, which were a new feature of C++ at the time. This required thoroughly learning C++.
On the other side, these are certain advantages to using Ode and O++ namely:

- The O++ based queries are easy to build, and user friendly, specially with the use of the utilities.
- The iteration method is used in searching the elements of a collection sequentially without exposing its internal structure.
- An abstract class collection contains all common methods (behavior) of the different types of the data structure utilities (set, bag, list).
- O++ being an extension of C++, many difficulties were resolved only by having the same solutions applied on C++ as well as O++.

The following project goals were achieved:

- Build the university sample database of interrelated objects of O++ classes.
- Build the utility classes in O++ to support OCL queries.
- Studied the evolution of object-oriented database systems compared to relational databases and how the latter are not adequate for certain applications.
- Studied Ode as a case study.

Finally, as this thesis is a part of all three projects, the completion of this part will eventually provide answers as collection of objects, needed by the translated (OCL to O++) queries of the translation component, which relies also on the symbol table of the schema project. It can be seen that all three projects were highly dependent on each other, which required the team members to be in synchronous delivering output and completing the work.
Bibliography


Appendix A: Collection Definition

Name

*Collection* - base class for collection of objects.

Description

The abstract class collection is used to manage a collection of objects. These objects are instances of classes derived from the class *_node*: It is basic class whose role is to create objects and a persistent link between them, provided the information inside the object and the link to the next object is available.

Collection Types

The subclasses of *Collection* implement different ways to store and access objects. These different types ease to handle objects in an efficient and flexible manner.

The major three subclasses covered in this study are: *List*, *Bag* and *Set*.

The inheritance relationship among the different classes is as follows:

Class *Collection*

Class *List* : `public _Collection`

Class *Bag* : `public _Collection`

Class *Set* : `public _Collection`

Enumerating Objects

Classes are always derived from *Collection*.

Class *Collection* is never used directly.
Class Collection is abstract.

Baseclasses: object

Subclasses: List, Bag, and Set.

The class Collection contains two instance variables declared as protected, and also several methods are declared as public to be called by the needed objects of different type.

**Instance Variables**

```
_node<Type> *head:

int total:
```
### Instance Method List

<table>
<thead>
<tr>
<th>Category</th>
<th>Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Creator</strong></td>
<td>Collection. list. bag. set</td>
</tr>
<tr>
<td><strong>Destructor</strong></td>
<td>~Collection</td>
</tr>
<tr>
<td><strong>Destruction</strong></td>
<td>Destroy</td>
</tr>
<tr>
<td><strong>Accessing</strong></td>
<td>Size</td>
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<tr>
<td></td>
<td>ret_head</td>
</tr>
<tr>
<td></td>
<td>findnb</td>
</tr>
<tr>
<td><strong>Manipulation</strong></td>
<td>Remove</td>
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<tr>
<td></td>
<td>Intersects</td>
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<tr>
<td></td>
<td>Intersection</td>
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<td>Every</td>
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<td>Union_Col</td>
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<td>Atleast</td>
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<td>Union_set</td>
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<td><strong>Debugging</strong></td>
<td>Display</td>
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<td><strong>Client Interface</strong></td>
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<td></td>
<td>Sublist</td>
</tr>
<tr>
<td><strong>Testing</strong></td>
<td>Is_empty</td>
</tr>
</tbody>
</table>
Name

Collection::_collection - instance method

Template

_collection( )

Specifiers

public

Description

Collection creator: set the head pointer and the total counter to 0.

Arguments

none

Return Argument

none

Categories

creator

First Definition

class _collection
Name

Collection::~_collection - instance method

Template

~_collection( )

Specifiers

public

Description

Collection desctructor: Remove all nodes from the collection type.

Arguments

none

Return Argument

none

Categories

destructor

First Definition

class _collection
Name

Collection::size - instance method

Template

int size( )

Specifiers

public

Description

Get the total number of elements (nodes) into the collection.

Arguments

none

Return Argument

int

Categories

Accessing

First Definition

class _collection
Name

Collection::ret_head - instance method

Template

_node<type> * ret_head( )

Specifiers

public

Description

Return the node which is the head of the collection type.

Arguments

none

Return Argument

_node<Type>

Categories

Accessing

First Definition

class _collection
Name

Collection::member - instance method

Template

boolean member(const Type&)

Specifiers

public

Description

Search for a definite element of the collection.

Arguments

const Type&: value contained in the node to search for.

Return Argument

boolean values (T or F)

Categories

Client Interface

First Definition

class _collection
Name

Collection::remove - instance method

Template

void remove(const Type&)

Specifiers

public

Description

Search for a definite element of the collection and delete the corresponding node where the element in question resides.

Arguments

const Type&: value contained in the node to be removed.

Return Argument

void

Categories

Client Interface

First Definition

class _collection
Name
Collection::intersects - instance method

Template
boolean intersects(persistent _collection<Type>*)

Specifiers
public

Description
Check if any two collection of elements have at least one element in common.

Arguments
persistent _collection<Type>*: a persistent collection of elements in which the pointer to the header is passed.

Return Argument
Boolean

Categories
Manipulation

First Definition
class _collection
Name

Collection::intersection - instance method

Template

void intersection(persistent _collection<Type>*)

Specifiers

public

Description

Find the intersection between the current and _collection<Type> *, and put the solution into the current one by deleting the complementary elements found in the current collection.

Arguments

persistent _collection<Type>*: a persistent collection of elements in which the pointer to the header is passed.

Return Argument

Void

Categories

Manipulation

First Definition

class _collection
Name

Collection::every - instance method

Template

boolean every(persistent _collection<Type>*)

Specifiers

public

Description

If current set is a part of specified one (_collection<Type>* ) then return true. otherwise return false.

Arguments

persistent _collection<Type>*: a persistent collection of elements in which the pointer to the header is passed.

Return Argument

boolean

Categories

Manipulation

First Definition

class _collection
Name

Collection::union_col - instance method

Template

void union_col(persistent _collection<Type>*)

Specifiers

public

Description

Add all elements of the specified collection (_collection<Type>* ) to the current one.

Arguments

persistent _collection<Type>*: a persistent collection of elements in which the pointer to the header is passed.

Return Argument

void

Categories

Manipulation

First Definition

class _collection

70
Name

Collection::atleast - instance method

Template

boolean atleast(int al, persistent _collection<Type>*)

Specifiers

public

Description

If atleast (al) elements or more of current collection are part of the specified one (_collection<Type> *) then return true, otherwise return false.

Arguments

persistent _collection<Type>*: a persistent collection of elements in which the pointer to the header is passed.

Return Argument

boolean

Categories

Manipulation

First Definition

class _collection
Name

Collection::atmost - instance method

Template

boolean atmost(int am, persistent _collection<Type>*)

Specifiers

public

Description

If atmost (am) elements or less of current collection are part of the specified one (_collection<Type>*) then return true. otherwise return false.

Arguments

persistent _collection<Type>*: a persistent collection of elements in which the pointer to the header is passed.

Return Argument

boolean

Categories

Manipulation

First Definition

class _collection
Name

Collection::just - instance method

Template

boolean just(int js, persistent _collection<Type>*)

Specifiers

public

Description

If just (exactly) (js) elements of current collection are part of the specified one (_collection<Type>*) then return true, otherwise return false.

Arguments

persistent _collection<Type>* : a persistent collection of elements in which the pointer to the header is passed.

Return Argument

boolean

Categories

Manipulation

First Definition

class _collection
Name

Collection::differ - instance method

Template

void differ(persistent_collection<Type>*)

Specifiers

public

Description

Remove all elements of the specified collection
(persistent_collection<Type>* ) from the current one if any.

Arguments

persistent_collection<Type>* : a persistent collection of elements in which
the pointer to the header is passed.

Return Argument

void

Categories

Manipulation

First Definition

class _collection
Name
Collection::destroy - instance method

Template
void destroy()

Specifiers
public

Description
Remove all elements (nodes) from the current collection.

Arguments
none.

Return Argument
void

Categories
Destruction

First Definition
class _collection
Name

Collection::display - instance method

Template

void display( )

Specifiers

public

Description

Display the complete elements of the current collection.

Arguments

none

Return Argument

void

Categories

Debugging

First Definition

class _collection
Name

List::list - instance method

Template

list( )

Specifiers

public

Description

Constructor type method: a list of type collection.

Arguments

none

Return Argument

none

Categories

Constructor

First Definition

class list
Name

List::is_empty - instance method

Template

boolean is_empty( )

Specifiers

public

Description

Return true if the current list is empty, i.e. total nb of elements is 0.

Arguments

none

Return Argument

boolean

Categories

Testing

First Definition

class list
Name

List::remove - instance method

Template

void remove(const Type &v)

Specifiers

public

Description

Find the position of the element v in the current list then remove the node corresponding to the current position.

Arguments

const Type &v: address value of the element to be deleted.

Return Argument

void

Categories

Manipulation

First Definition

class list
Name

List::del - instance method

Template

void del(int pos)

Specifiers

public

Description

Delete the element found at position pos in the current list.

Arguments

const Type &v: address value of the element to be deleted.

Return Argument

void

Categories

Manipulation

First Definition

class list
Name

List::findnb - instance method

Template

int findnb(const Type& val)

Specifiers

public

Description

Return the position of element val if it exists in the current list.

Arguments

const Type &val: address value of the element to determine its position in the current list.

Return Argument

int

Categories

Accessing

First Definition

class list
Name

List::insert - instance method

Template

void insert(const Type& val, int pos)

Specifiers

public

Description

Insert a new node containing the element val between position pos -1 and pos of the current list. Special case, for a list of one element add the node at head, or append the new node to the tail in case pos points to the last node of the list.

Arguments

const Type &val: address value of the element to insert.
int pos: position where to insert.

Return Argument

void

Categories

Manipulation

First Definition

class list
Name

List::append - instance method

Template

void append(const Type& v)

Specifiers

public

Description

Append a new node containing the element v after the tail position of the list.

Arguments

const Type &v: address value of the element to append.

Return Argument

void

Categories

Manipulation

First Definition

class list
Name

List::frequency - instance method

Template

int frequency(const Type& val)

Specifiers

public

Description

Determine the number of occurrence of the value val into the current list.

Arguments

const Type &v: address value of the specified element whose number of occurrence must be found.

Return Argument

void

Categories

Client interface

First Definition

class list
Name

List::show - instance method

Template

Type show(int pos)

Specifiers

public

Description

Get the value of the element (node) at position \textit{pos} of the current list.

Arguments

int pos: an integer value needed to get the content of the node at a certain position \textit{pos} of the list.

Return Argument

Type (of the info)

Categories

Debugging

First Definition

\texttt{class list}
Name

List::isublist - instance method

Template

list<type>* isublist(int min, int max)

Specifiers

public

Description

Return a sublist of the current list limited by the above arguments.

Arguments

int min, max: two integer values used to delimit a sublist of the current list. These numbers represent the position this newly sublist starts and ends within the current list.

Return Argument

list<Type>*: pointer to a newly created list.

Categories

Client interface

First Definition

class list
Name

List::sublist - instance method

Template

list<Type>* sublist(const Type& j, const Type &k)

Specifiers

public

Description

Return a sublist of the current list limited by the positions those above data arguments are found into the current list.

Arguments

const Type &j , &k: value of two elements which should be checked if they exist into the current list. If this is the case, the corresponding position of these elements is determined, by which the newly created sublist is limited.

Return Argument

list<Type>*: pointer to a newly created list.

Categories

Client interface

First Definition

class list
Name

bag::bag - instance method

Template

bag( )

Specifiers

public

Description

Constructor type method: a bag of type collection.

Arguments

none

Return Argument

none

Categories

Constructor

First Definition

class bag
Name

bag::add - instance method

Template

void add(const Type& info)

Specifiers

public

Description

Append a new element info into the bag, by creating a new node with info content linked to the last node of the current bag.

Arguments

const Type &info: value of the element to be added to the current bag.

Return Argument

void

Categories

Manipulation

First Definition

class bag
Name

`bag::frequency - instance method`

Template

`int frequency(const Type& info)`

Specifiers

`public`

Description

Determine the number of times the value `info` appeared into the current bag, including the duplicate values.

Arguments

`const Type &info: value of the element to be checked for times of occurrence.`

Return Argument

`int`

Categories

`Client interface`

First Definition

`class bag`
Name

set::set - instance method

Template

set( )

Specifiers

public

Description

Constructor type method: a set of type collection.

Arguments

none

Return Argument

none

Categories

Constructor

First Definition

class set
Name

set::add - instance method

Template

void add(const Type& vl)

Specifiers

public

Description

Append a new element vl into the bag, by creating a new node with vl content linked to the head node of the current set, after checking that no duplicate vl values already exist in the current set.

Arguments

const Type &info: value of the element to be added to the current set.

Return Argument

void

Categories

Manipulation

First Definition

class set
Name

set::union_set - instance method

Template

void union_set(set <type>* st)

Specifiers

public

Description

Get the union of the current and specified set \( st \) by appending to the current set new elements which do exist into the specified set but not into the current one.

Arguments

set <type> * st: pointer to a specified set to make union with.

Return Argument

void

Categories

Manipulation

First Definition

class set
Appendix B: Header Files *.h

typedef _PersPtrWrap<person> person_wrap;
typedef set<person_wrap> person_set;

typedef _PersPtrWrap<department> depart_wrap;
typedef set<depart_wrap> depart_set;

typedef _PersPtrWrap<staff> staff_wrap;
typedef set<staff_wrap> staff_set;

typedef _PersPtrWrap<student> student_wrap;
typedef set<student_wrap> student_set;

typedef _PersPtrWrap<tutor> tutor_wrap;
typedef set<tutor_wrap> tutor_set;
Appendix C : University Data Model

#define Max 20

persistent
class address {

private:

    indexable char street [Max];
    char city [Max];

public:

    address(char*, char*);
    char* ret_street( ) {return street;}
    char* ret_city( ) {return city;}

};

address::address(char *s, char *c)
{
    strcpy(street, s);
    strcpy(city, c);
}


class person {

private:

    indexable char first_name [Max];
    indexable char last_name [Max];
    persistent address *per_addr:

public:

    person (char*, char*, char*, char*);
    char* get_name( );
    char* get_address( );
    int isequal(person*);
    void print_item( ) {cout << get_name( );}

};

person::person(char* fname, char* lname, char* s, char* c )
{
    strcpy(first_name,fname);
    strcpy(last_name, lname);
    per_addr = pnew address(s,c);
};

char* person::get_name( )
{
    char temp[50];
    char* tpname;
    tpname = new char[strlen(temp) + 1];
    strcpy(tpname, first_name);
    strcat(tpname, " ");
    strcat(tpname, last_name);

    return tpname;
};
char* person::get_address( )
{
    char temp[50];
    char *tpaddr;

    tpaddr = new char[strlen(temp) + 1];
    strcpy(tpaddr, per_addr->ret_street( ));
    strcat(tpaddr, " ");
    strcat(tpaddr, per_addr->ret_city( ));
    return tpaddr;
};

int person::isequal(person *eq)
{
    return (!strcmp(first_name.eq->first_name) &&
        !strcmp(last_name, eq->last_name)) ? 1 : 0;
};
persistent

class department {

private:

    indexable char dept_name[Max];
    persistent address *dept_addr;

public:

    department (char*, char*, char*);
    char *dep_name ( ) {return dept_name;}
    char *dep_address ( );
    int isequal (department*);
    void print_item( ) {cout << dep_name( );}

};

department::department (char* dname, char* s, char* c)
{

    strcpy (dept_name, dname);
    dept_addr = pnew address (s,c);
}

char* department::dep_address( )
{

    char temp[50];
    char* tpaddr;

    tpaddr = new char(strlen(temp) + 1];
    strcpy(tpaddr, dept_addr->ret_street( ));
    strcat(tpaddr, " ");
    strcat(tpaddr, dept_addr->ret_city( ));

    return tpaddr;

};

98
int department::isequal(department *eq)
{
    return (!strcmp(dept_name.eq->dept_name)) ? 1 : 0;
}

persistent
class student: public person {

private:

    indexable department* major;
persistent staff_list* supervised_by;
persistent course_set* takes;

public:

    student(department*, staff_list*, course_set*)
    department* get_major( ) {return major;}
    staff_list* get_superv( ) {return supervised_by;}
    course_set* get_courses( ) {return takes;}
}

student::student(department* depart, staff_list* stfl, course_set* crset)
{
    major = depart;
stfl = supervised_by;
takes = crset;
};
Persistent

class course {

private:

    indexable char code[Max];
persistent depart_set *prunby;
persistent course_set *prereq;
persistent bag<int> *assess;
int credits;

public:

course (char*, depart_set*, course_set*, int)
depart_set *get_runby( ) {return prunby;}
course_set *get_prereq( ) {return prereq;}
bag<int> *get_assess( ) {return assess;}
char * get_course( ) {return code;}
int get_credits( ) {return credits;}
}

course::course (char* name, depart_set* depset, course_set* crset, int nbccredits)
{

    strcpy(code, name);
    credits = nbccredits;
    prunby = depset;
    prereq = crset;
    assess = pnew bag( );
}

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persistent
class tutor: public staff, student {

private:

    indexable int salary:

public:

    tutor(int)
    int get_salary () {return salary;}

};

tutor::tutor(int sal)
{
    salary = sal:
};

Persistent
class VisitingStaff: public Staff {

};
#include <ode.h>

enum Boolean {false, true};

template<class Type>

persistent class _node {

private:

    Type info;
    persistent _node<Type> *next;

public:

    _node<Type> (const Type& v, persistent _node<Type>* n): info(v), next(n) {}  
    void put_next (persistent _node<Type>* n) {next = n;}
    persistent _node<Type> *get_next( ) {return next;}
    int search (const Type& t):
    Type get_info( ) {return info;}

};
template <class Type>
persistent class _collection {

protected:
    persistent _node<Type> *head;
    int total;

public:

    _collection() {total = 0; head = 0;}
    ~_collection() {destroy();}
    int size() {return total;}
    _node<Type> *ret_head() {return (_node<Type>*)(void*) head;}

    virtual Boolean member(const Type&);
    virtual void remove(const Type&);

    virtual Boolean intersects(persistent _collection<Type>*);
    virtual void intersection(persistent _collection<Type>*);
    virtual Boolean every(persistent _collection<Type>*);
    virtual void union_col(persistent _collection<Type>*);
    virtual Boolean atleast(int, persistent _collection<Type>*);
    virtual Boolean atmost(int, persistent _collection<Type>*);
    virtual Boolean just(int, persistent _collection<Type>*);
    virtual void differ(persistent _collection<Type>*);

    virtual void destroy(); // remove all items

    void display();

};

/*
 *   ____________________________________________________________
 */

template<class Type>
class _PersPtrWrap {
private:
    persistent Type *info;
public:
    persistent Type* wrap_info() {return info;}
    _PersPtrWrap(persistent Type *inf) : info(inf) { }
    _PersPtrWrap() : info(NULL) { }

103
template <class Type>
class _iter_list {
private:
    persistent _node<Type> *entry;
    persistent _node<Type> *pos;
public:
    _iter_list(_collection<Type> *lst) {
        entry = lst->head;
        pos = entry;
    }
persistent _node<Type> *POS() {return pos;}
void first() {pos = entry;}
void next() {if (pos) pos=POS()->next;}
Type *current() {
    Type* t= NULL;
    if (pos) t= &(POS()->info);
    return t;
}
};

/*--------------------------------------------------------------------------------*/

template <class Type>
persistent class list : public _collection<Type> {

public:

    list() : _collection<Type>() {};
    Boolean is_empty();
    void remove(const Type &v) {del(findnb(v));}
    void del(int);
    int findnb(const Type &);
void insert(const Type&, int);
void append(const Type& v) {insert(v, total+1);}
int frequency(const Type&);
Type show(int);

list<
list<

/* */

template <class Type>
persistent class bag : public _collection<Type> {

given:

public:

bag() : _collection<Type>() {}

void add(const Type&);
int frequency(const Type&);

};

/* */

template <class Type>
persistent class set : public _collection<Type> {

public:

set() : _collection<Type>() {}

void add(const Type& vl);
void union_set(set<Type>*);

};

/* */

template<class Type>
int _node<Type>::search(const Type& t)
{ persistent _node<Type>* cursor = pthis;

while (cursor){

    if (cursor->info.match(t))
        return 1;
    else
        cursor = cursor->get_next();
}

return 0:
}

/*****************************/

template<class Type>
Boolean list<Type>::is_empty()
{
    return total == 0 ? true : false:
};

/*****************************/

template<class Type>
Boolean _collection<Type>::member(const Type& val)
{
    if (!head)
        return false:

    persistent _node<Type> *cursor = head;

    if (cursor->search(val))
        return true;

    return false:
};

/*****************************/

template<class Type>
void _collection<Type>::destroy()
{
persistent _node<Type>* tmp;
persistent _node<Type>* cursor;

_iter_list<Type> iter(this);
iter.first();
cursor = iter.POS();

while(cursor) {

tmp = iter.POS();
iter.next();
cursor = iter.POS();
pdelete tmp;
}
cout << "SET DESTROYED!!" << endl;
head = 0;
total = 0;
}

/*============================================================================*/

template<class Type>
void list<Type>::del(int pos)
{
persistent _node<Type> *prev, *cursor = head:

if (pos == 1) {
    head = cursor->get_next();
pdelete cursor;
total--;
if (total == 0)
    head = 0;
}
else
    if (pos > 1 && pos <= total)
    {
    for(int i = 1; (i < pos) ; i++) {
prev = cursor;
cursor = cursor->get_next();
    } } prev->put_next(cursor->get_next());
pdelete cursor;
total--;

107
template<class Type>
void list<Type>::insert(const Type& val, int pos)
{
    persistent_node<Type> *prev, *cursor = head, *temp = pnew_node<Type>(val);
    /* check above */

    if (!head) {
        head = temp;
        total++;
    }
    else
        if (pos == 1) { // insert at head
            temp->put_next(head);
            head = temp;
            total++;
        }
        else
            if (pos > 1)
                for(int i = 1; (i < pos) && cursor->get_next(); i++) {
                    prev = cursor;
                    cursor = cursor->get_next();
                }
            if (!cursor->get_next() && (i < pos))
                cursor->put_next(temp);
            else {
                temp->put_next(cursor);
                prev->put_next(temp);
            }
            total++;
}

/*---------------------------------------------*/

template<class Type>
int list<Type>::findnb(const Type& val)
{
    int cnt = 0;

    if (!head)
        return cnt;

    persistent_node<Type> *cursor = head;

    while(cursor) {
        cnt++;
        if (cursor->info.match(val))
            return cnt;
        cursor = cursor->get_next();
    }

    return 0;
};

/**

template<class Type>
int list<Type>::frequency(const Type& val)
{
    persistent_node<Type> *cursor = head;

    int count = 0;

    if (!head)
        cout << "List is empty!" << endl;
    else {
        while (cursor) {
            if (cursor->info.match(val))
                count++;
            cursor = cursor->get_next();
        }
    }
    return count;
};

/**

template<class Type>
Type list<Type>::show(int pos)
{

109
persistent _node<Type> *cursor = head:

if ((pos <= total) && (cursor))
{
    for (int i=1; i < pos;i++)
        cursor = cursor->get_next();

    return(cursor->get_info());
}

return 0:

};

/*-------------------------------------------------------------*/

template<class Type>
list<Type>* list<Type>:::isublist(int min, int max)
{

    list<Type> *lst:

    lst = new list<Type>:

    persistent _node<Type> *cursor = head:

    if (!(head) || (min > max))
        return lst:

    for (int i=1; i <= max) && cursor: i++){
        if ((i >= min) && (i <= max))
            lst->append(cursor->get_info());
            cursor = cursor->get_next():
    }

    return lst:

};

/*-------------------------------------------------------------*/

template <class Type>
void _collection<Type>:::intersection(persistent _collection<Type> *lst)

110
persistent_node<Type> *crs1 = head, *temp, *prev = head; // current one
persistent_node<Type> *crs2 = lst->head;

int flag = 1;

while(crs1) {
    if (crs2->search(crs1->info.wrap_info()))
        flag = 0;

    if (flag)
        prev->put_next(crs1->get_next());
    temp = crs1;
    crs1 = crs1->get_next();
    if (temp == head)
        head = crs1;
    pdelete temp;
    total--;
    if (total == 0)
        head = 0;

} else {
    prev = crs1;
    crs1 = crs1->get_next();
}

crs2 = lst->head;
flag = 1;

}:

/***************************************************************************/

template <class Type>
Boolean_collection<Type>::intersects(persistent_collection<Type> *lst)
{
    persistent_node<Type> *cursor1 = head;
    persistent_node<Type> *crs2 = lst->head;

    while(cursor1) {
        if (crs2->search(cursor1->info.wrap_info()))
            return true;
        cursor1 = cursor1->get_next();
    }
crs2 = lst->head:
}
return false:
):

/*================================================================----------------*/

template <class Type>
void _collection<Type>::differ(persistent _collection<Type> *lst)
{
    persistent _node<Type> *crs1 = head, *temp, *prev = head; // current one
    persistent _node<Type> *crs2 = lst->head:

    int flag = 1;

    while(crs1) {
        if (crs2->search(crs1->info.wrap_info()))
            flag = 0:

        if (!flag){
            prev->put_next(crs1->get_next());
            temp = crs1;
            crs1 = crs1->get_next();
            if (temp == head && crs1)
                head = crs1;
            pdelete temp;
            total--;
            if (total == 0)
                head = 0;
        }
        else
        {
            prev = crs1;
            crs1 = crs1->get_next();
        }

        crs2 = lst->head;
        flag = 1;
    }

};

/*================================================================----------------*/
template <class Type>
void _collection<Type>::union_col(persistent_collection<Type> *lst)
{
    persistent_node<Type> *cursor1 = head;
    persistent_node<Type> *cursor2 = lst->head;

    while(cursor1->get_next())
        cursor1 = cursor1->get_next();

    cursor1->put_next(cursor2);
    total = total + lst->total;
}

 Humbly,

template <class Type>
void set<Type>::union_set(set<Type> *st)
{
    persistent_node<Type> *cursor1 = head, *prev = head;
    persistent_node<Type> *crs2 = st->head;

    int flag = 1;

    while(crs2)
    {
        while(cursor1 && flag)
        {
            if (cursor1->info.match(crs2->info.wrap_info()))
                flag = 0;
            else
                prev = cursor1;
            cursor1 = cursor1->get_next();
        }

        if (flag)
        {
            prev->put_next(crs2);
            total++;
        }

    cursor1 = head;
    prev = head;
    crs2 = crs2->get_next();
    flag = 1;
}
template <class Type>
Boolean_collection<Type>::every(persistent_collection<Type> *lst)
{
    persistent_node<Type> *cursor1 = head;
    persistent_node<Type> *crs2 = lst->head;

    int flag = 1;

    while(cursor1) {
        if (crs2->search(cursor1->info.wrap_info()))
            flag = 0;
        if (flag)
            return false;
        else {
            cursor1 = cursor1->get_next();
            crs2 = lst->head;
            flag = 1;
        }
    }

    return true;
}

}:

template <class Type>
Boolean_collection<Type>::atleast(int al, persistent_collection<Type> *lst)
{

    persistent_node<Type> *cursor1 = head;
    persistent_node<Type> *crs2 = lst->head;

    int flag = 1;
    int cnt = 0;

    while(cursor1) {
        if (crs2->search(cursor1->info.wrap_info()))
            flag = 0;
        else {
            cursor1 = cursor1->get_next();
            cnt ++;
            flag = 1;
        }
    }

    if (cnt >= al) return true;
    else return false;
}
while(cursor1) {
    if (crs2->search(cursor1->info.wrap_info())) {
        cnt++;
        flag = 0;
    }
}

cursor1 = cursor1->get_next();
crs2 = lst->head;
flag = 1;
}

if (cnt >= al)
    return true;
else
    return false;
}

/*__________________________________________________________________________*/

template <class Type>
Boolean_collection<Type>::atmost(int am, persistent_collection<Type> *lst)
{
    persistent_node<Type> *cursor1 = head;
persistent_node<Type> *crs2 = lst->head:

    int flag = 1;
    int cnt = 0;

    while(cursor1) {
        if (crs2->search(cursor1->info.wrap_info())) {
            cnt++;
            flag = 0;
        }
    }

cursor1 = cursor1->get_next();
crs2 = lst->head;
flag = 1;
}
if (cnt <= am)
    return true;
else
    return false;
}

/**

template <class Type>
Boolean_collection<Type>::just(int js, persistent_collection<Type> *lst)
{

    persistent_node<Type> *cursor1 = head;
    persistent_node<Type> *crs2 = lst->head;

    int flag = 1;
    int cnt = 0;

    while(cursor1) {
        if (crs2->search(cursor1->info.wrap_info())) {
            cnt++;
            flag = 0;
        }

        cursor1 = cursor1->get_next();
        crs2 = lst->head;
        flag = 1;
    }

    if (cnt == js)
        return true;
    else
        return false;
}

/**

template <class Type>
void_collection<Type>::display()
{

116
_iter_list<Type> iter(this);
  iter.first();
  Type* t;
  
  for (; t=iter.current(); iter.next()) {
    cout << "*";
    t->print(); cout << endl;
  }

  _iter_list<Type> iter(this);
  iter.first();
  Type* t;
  
  if (iter.current() == iter.next()) {
    t = iter.current();
    iter.next();
  }

  //
  /*template <class Type>
   void _collection<Type>::remove(const Type& info)
   {
     persistent_node<Type>* prev = head, *cursor = head, *temp;
     
     int flag = 1;
     
     while (cursor && flag) {
       if (!((cursor->search(info))){
         prev = cursor;
         cursor = cursor->get_next();
       }
       else
       {
         prev->put_next(cursor->get_next());
         temp = cursor;
         cursor = cursor->get_next();
         if (temp == head && cursor)
           head = cursor;
         pdelete temp;
         total--;
         if (total == 0)
           head = 0;
         flag = 0;
       }
     }
   }*/
   
   //*/
*/
/*
*/
template <class Type>
void bag<Type>::add(const Type &info)
{
    persistent_node<Type> *cursor = head, *crs = head:
    persistent_node<Type> *temp = pnew_node<Type>(info):
    if (!head) {
        head = temp;
    } else {
        while (cursor->get_next()) {
            cursor = cursor->get_next();
        }
        cursor->put_next(temp);
    }
    total++;}

/*---------------------------------------------------------------------------*/

template <class Type>
int bag<Type>::frequency(const Type &info)
{
    persistent_node<Type> *cursor = head:
    int count = 0:
    if (!head)
        cout << "List is empty!" << endl;
    else {
        while (cursor)
        {
            if (cursor->info.match(info))
                count++;
            cursor = cursor->get_next();
        }
    return count;
}

/*---------------------------------------------------------------------------*/
template <class Type>
void set<Type>::add(const Type& vl)
{
    persistent _node<Type>* cursor = head;

    if (!cursor->search(vl))
    {
        head = pnew _node<Type>(vl, head);
        total++;
    }
};

/*--------------------------------------------- */